



Fig. 1

Object generation process

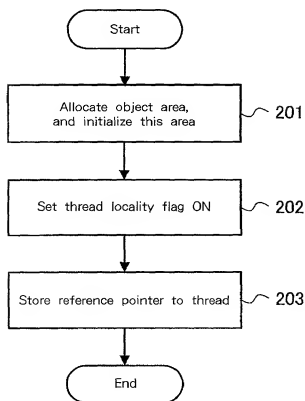


Fig. 2

Processing related to object unlocking process

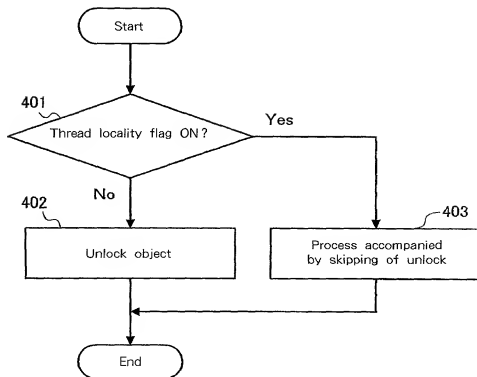


Fig. 4

Processing for canceling thread locality of object

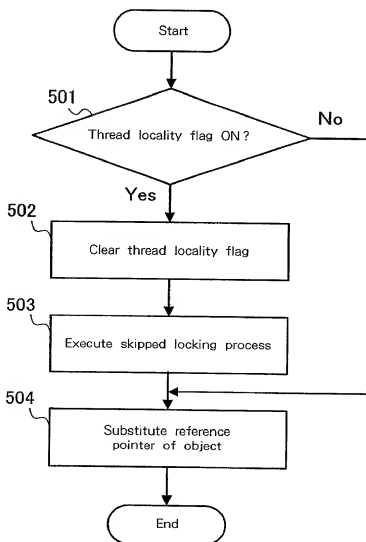


Fig. 5

Garbage collection using thread locality flag

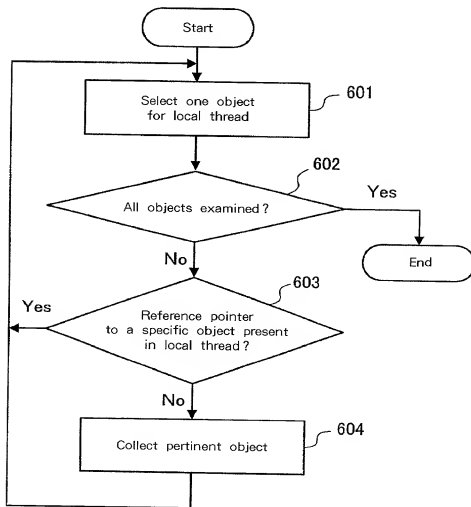


Fig. 6